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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/690,925	10/17/2000	Hardy Lee Crumby	IGT1P040	3189

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EXAMINER

MARKS, CHRISTINA M

ART UNIT	PAPER NUMBER
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3713

DATE MAILED: 05/05/2004

18

Please find below and/or attached an Office communication concerning this application or proceeding.

Office Action Summary

Application No.

09/690,925

Applicant(s)

CRUMBY, HARDY LEE

Examiner

C. Marks

Art Unit

3713

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --
Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 30 January 2004.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-43 is/are pending in the application.
- 4a) Of the above claim(s) 1-16 and 31-40 is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 17-30 and 41-43 is/are rejected.
- 7) ☐ Claim(s) _____ is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on _____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
a) ☐ All b) ☐ Some * c) ☐ None of:
- ☐ Certified copies of the priority documents have been received.
 - ☐ Certified copies of the priority documents have been received in Application No. _____.
 - ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).
- * See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- 1) ☒ Notice of References Cited (PTO-892)
- 2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
- 3) ☒ Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08)
Paper No(s)/Mail Date 15.
- 4) ☐ Interview Summary (PTO-413)
Paper No(s)/Mail Date. _____.
- 5) ☐ Notice of Informal Patent Application (PTO-152)
- 6) ☐ Other: _____.

Art Unit: 3713

DETAILED ACTION

Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

The factual inquiries set forth in *Graham v. John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.
2. Ascertaining the differences between the prior art and the claims at issue.
3. Resolving the level of ordinary skill in the pertinent art.
4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

Claims 17-19, 21-30 and 41-42 are rejected under 35 U.S.C. 103(a) as being anticipated by Acres et al. (US Patent No. 5,741,183).

Though specific sections of the Acres et al. document may be cited, the rejection is based upon the disclosure of Acres et al. in its entirety.

Acres et al disclose a gaming system with a multiplexer communication device wherein a slot machine is connected through a multiplexer device to a gateway device where it is then connected to a one or more game service servers that provide one or more gaming services (FIG 1). Each gaming device is a slot machine thus it is notoriously well known that it would be essential that each machine has a master gaming controller designed to control a game played on the machine wherein the game includes receiving a wager, determining a game outcome, and presenting the game outcome.

Art Unit: 3713

The gaming machine communicates with a plurality of game service servers. These game service servers include a bonus game server (Column 10, lines 1-5), a player-tracking database, an accounting database, and means for cashless ticketing (Column 7, lines 1-5). This is accomplished by the electronic module serving as a communications multiplexer device (FIG 2) to collect data relating to accounting information and player tracking (Column 7, lines 1-2) and then providing this data over the same network (Column 7, lines 1-2) to be sent to a gateway device that then can provide the data to a plurality of database servers (Column 32, lines 23-27).

This communication is done with a communications multiplexer device in the form of an electronic module with a data communications node and a multi-port communication board in the form of a personality board that is connected to the master gaming controller (FIG 2, reference 225) wherein the multiplexer device is transparent to the gaming machine. This is accomplished as the data is obtained from various player-tracking and accounting services and then sent through the multiplexer device into the network without the machine knowing the multiplexer device is in the communication path. This transparency is supported by the fact that the personality board allows the device to be readily removed and reinstalled in the network without any manual configuration (Column 16, lines 53-55). Further, this electronic module can be inserted into a variety of pre-existing gaming devices (Column 8, lines 42-45) thus obtaining transparency as defined by the Applicant by allowing the gaming machine to send messages over the network assuming it will reach the server without knowing the hardware between itself and the particular server. Further, the module can be inserted into the gaming machine without any disclosed software changes.

The communication multiplexer device includes a number of communication ports wherein each port is capable of transmitting and receiving messages with the master gaming

Art Unit: 3713

controller using a native communications protocol thus emulating the native communication protocol that will be implemented in each of the different ports. This communication is done at least over a serial (Column 9, lines 46-52) or a discrete interface (Column 10, lines 15-20) with a physical interface of RS-232 to connect them wherein a plurality of optocouplers are coupled between the discrete outputs of the gaming machine and the communications multiplexer device to allow communications in (Column 10, lines 17-20). The communication between the communications multiplexer device and the master game controller is in a number of native communication protocols associated with serial and discrete interfacing. As the communication occurs with the master gaming controller and the device can easily be inserted into existing machines, it would be understood by a skilled artisan that one of the native languages would be application specific to the slot machine and programmed in the software to be executed by the controller for allowing the master to receive and send messages in application specific languages. Each port can have a physical connection to pass the messages through the device. This native protocol is associated with that of a player tracking service and a progressive game service (FIG 2, PT, player tracking module and DCN, data communication module). Each of these ports has a different protocol as they are used over a machine configuration port, a serial communication port, and a discrete communication port. Each port will then emulate the correct protocol for communication to properly occur. Therefore, each of these ports on the multi-port personality board allow each port of the personality board of the multiplexer device to accept multiple native protocols as it is notoriously well known that discrete and serial communications are a different protocol as discrete is a packet transmission and serial is not a packet transmission of data. Hence, each of these ports comprises different protocols and each port receives messages at the protocol depends on the server device from which they came. These ports can then send and receive messages from the service servers.

Art Unit: 3713

For example, a message will be received, converted into the proper native protocol, and transmitted at the machine reconfiguration port (FIG 2, reference 84) if it came from the bonus server in order to reconfigure the payable, while a message sent from the accounting server regarding the machine information will be received at the port for discrete machine interface for the DCN to accept (FIG 2, reference 72; Column 17, lines 59-61). Such protocols include any communication protocol that can be used to implement this communication path over the serial machine interface as is known in the art, for example, data packets including command codes, message sequences, CRC, and variable length messaging (Column 23, lines 11-15). The actual specific protocols used are a design choice, thus using different player tracking and other types would be obvious. The configuration choice of the protocol would be that of the designer based upon the exact function needed for the system, motivated by the wants and needs of said designer.

The communications multiplexer device also inherently includes a power supply, as it would not be able to run without a source of power. Further a network interface board is disclosed (FIG 2, reference 201). Though the network is disclosed in a preferred embodiment to be that of an Ethernet network using TCP/IP (Column 7, lines 38-40) it is also embodied as a wireless network (Column 37, lines 51-54), thus if embodied as such the network interface in the multiplexer device would inherently provide a wireless interface.

The output port of the communication multiplexer device transmits and receives messages with the one or more game service servers using a second communications protocol over a network interface. The multiplexer device is connected to the game service servers through the gateway device in the network (FIG 1). This network is disclosed as a high-speed network, such as Ethernet, so the second communication protocol would inherently be different

Art Unit: 3713

than the serial and discrete communications protocol of the first device as the protocol language of the Ethernet is TCP/IP.

The data communications node of the multiplexer device allows the device to communicate with both the network and the gaming machine. The processor logic of the multiplexer device then allows the messages received from the gaming machine in serial and discrete format to be sent over the network (Abstract) as well as to receive messages from the network (Abstract). Thus, the logic allow from the device to multiplex and de-multiplex between the plurality of ports and the output port by receiving information in a first protocol and translating to a second. This is inherently done as all messages sent through the personality board of the multiplexer device are converted to a format understood by each respective device. As Acres discloses the capability to receive and send message through a number of ports, it would be axiomatic that a logic device is used to determine where each message should go to and format the message accordingly. As the step of determining is intended use, it is well within the structural bounds of Acres to perform this step as it would be requisite to the functionality of receiving and routing multiple messages. The multiple different languages have been discussed above and it would be axiomatic that messages associated with such are determined and routed to the correct location using formatting and other known techniques.

The network interface of Acres et al. is disclosed in a preferred embodiment to be a wired Ethernet connection (Column 7, lines 39-41); however, Acres et al. also disclose that it is possible to implement the network as a wireless network (Column 37, lines 51-54). Henceforth, it would be inherent to the functionality of the network if it were to be embodied as wireless, that an antenna be present for transmitting and receiving information over the wireless network.

Thus, in summary, the electronic multiplexing device of Acres et al. can be inserted into any existing machine in order to allow communication with the game service servers. Thus, the

Art Unit: 3713

device is transparent to the master gaming controller. It then allows data generated in the master gaming controller to be sent to a gateway device through the multiplexer. This data can be sent to the multiplexer in various formats including accounting services and player tracking services format but it is broadcast to the gateway device in a standard protocol for Ethernet, i.e. TCP/IP to be provided to the game service servers.

The communications multiplexer device also contains memory (FIG 2, reference 48) that provides machine configuration information (FIG 2, reference 84). This memory is disclosed as ROM but is also embodied to be erased and rewritten (Column 9, lines 11) thus the use of an EEPROM would be obvious to one of ordinary skill in the art as an EEPROM is known to be used so it can be erased and rewritten to. Thus, a memory device for storing protocol and configuration information is disclosed. A skilled artisan understands that for the configuration information to be properly stored, information about the native as well as secondary information should be stored as well as mapping configurations in relation to the ports in order to know what messages go where. As the step of storing is intended use, it is well within the structural bounds of the memory in Acres to perform this step as it would be requisite to the functionality of receiving and routing multiple messages and exactly what is stored is the usage of the memory, already present in Acres, which could be easily modified to store any desired information.

Though Acres et al. do not explicitly disclose the number of communication ports available, it is shown in one embodiment to have four ports. It is notoriously well known that a multiplexer device can have any number of ports that are exponentially related to base 2. Hence, if more communication is desired, it would have been obvious to one of ordinary skill in the art to allow the multiplexer device to have $2^3 = 8$ or $2^4 = 16$ ports as both numbers are the results of raising two to a certain exponent.

Art Unit: 3713

Further, though Acres et al. do not explicitly disclose that the gaming machines employ regulated gaming software, it would be inherent and obvious to the fact that the system is for use in a casino that the gaming software would absolutely be regulated in order to be present in the casino. It is notoriously well known in the art that all software in a gaming casino must be heavily regulated in order to keep track of the fact that the casinos must adhere to the odds presented. The system will therefore allow this software present in the gaming machine to provide messages to the multiplexer device in the native communication language based upon the port that is used. Further, the system will then not accept message transmitted in the second language, as all messages from the network must first go through the multiplexer device and then will be sent to the appropriate port and then sent to the gaming machine in the proper protocol (FIG 2). This regulated language is tightly controlled and thus would be the same whether or not the multiplexer device was in the path or not as this language is what controls the functionality of the slot machine which must be regulated and tested by the gaming commissions. Thus, all hardware, regardless of whether the multiplexer is there or not must use it in order to maintain integrity in the machine.

Claim 20 is rejected under 35 U.S.C. 103(a) as being unpatentable over Acres et al. in view of Alcorn et al. (US Patent No. 6,149,522).

What Acres et al. disclose has been discussed above and is incorporated herein.

Acres et al. does not disclose the encryption of communication data between the gaming machine and one or more of the game service servers.

Alcorn et al. disclose that in order to be acceptable for casino use, an electronic gaming system must provide both security and authentication (Column 1, lines 42-44). It would be essential to the intent of this requirement that encryption and authentication also be provided for

Art Unit: 3713

communications between machines and servers. Therefore, it would be obvious to one skilled in the art at the time of invention to employ the methods taught by Alcorn et al. for casino security to the communications across the network in order to provide a system that is known and trusted to be secure and can not be infiltrated by those without access. Furthermore, the usage of a firewall would have been obvious to the system of Acres et al., as it is notoriously well known to use a firewall as a means for securing data as is required in the casino as taught by Alcorn et al.

Claim 43 is rejected under 35 U.S.C. 103(a) as being unpatentable over Acres et al. (US Patent No. 5,741,183) in view of O'Toole (US Patent No. 6,345,294).

What Acres et al. disclose has been discussed above and is incorporated herein.

Acres et al. disclose a gateway device that communicates with a number of personality boards that identify the gaming device to the gateway device via a unique number. The gateway device also communicates with a plurality of servers in the network. The floor controller is in charge of communication with all the gaming devices and provides messages to each based an address matched up to the multiplexer device.

Acres et al. do not disclose the use of a boot server to be used in the addressing of the devices.

O'Toole et al. provide a teaching of what a boot server is and the functionality of one. O'Toole discloses that upon being powered on an apparatus can make use of known protocols of bootp or DHCP requests to obtain a source of network parameters. The boot server or DHCP server is a computer that acts as a server in the local networking environment and that responds to certain types of route request messages. A boot server or DHCP server typically responds with a small message that contains some parameters that the requesting computer or

Art Unit: 3713

device needs to be given. These parameters typically include the IP address of the apparatuses that is attempting to boot, the subnet mask of the appliance, the IP addresses of one or more routers, one or more name servers, as well as numerous other optional parameters (Column 7, lines 40-60) and are loaded into a memory.

As taught by O'Toole et al. the functionality of a boot server is vital to a network communication among devices. The boot server will provide IP addresses to the device attempting to boot as well as the addresses of other devices and servers as an aide in the routing of messages. Furthermore, because it is disclosed that the boot server can provide any information relating to initialization or routing, it would be axiomatic that this boot server would be able to provide specific protocols as being used by the ports.

It would have been obvious to one of ordinary skill in the art to incorporate a boot server into the system of Acres et al. in order to simplify the network booting process. One would be motivated to do so because by this incorporation, the system would be able to address the multiplexers located outside the boot server in one central location upon booting, instead of relying on the multiplexers to provide the address to the central location gateway device. By this incorporation, the system of Acres et al. could incorporate a boot server, in addition to the plurality of servers already disclosed to be linked to the gateway device, to aid in initializing and mapping of the large number of communication ports in the gaming device in order to cut down on hardware required in each gaming device to account for addressing, while at the same time reducing the costs by creating a central boot server in accordance with the gateway device that would be in charge of servicing and routing requests from the other servers. Therefore, messages could be received and transmitted at the boot server and already contain an address (as already determined by the boot server) for the correct port or server as booted into memory. The boot server could then easily route the message either to the port or from the port based on

Art Unit: 3713

the address. By incorporating this boot server to boot the memory device to store the proper data, the entire process of addressing disclosed in Acres et al. would be simplified to one central location in charge of all parameters, thus providing a simplification that is highly desired and vital in networking as disclosed by O'Toole et al.

Response to Arguments

It has been noted the Applicant has a number of product-by process claims. Applicant should take under advisement that this product-by process claims might be better served as method claims without all the intended usage that is present in the product claims.

Regarding Applicant's argument that Acres does not describe a logic device that is adapted for formatting multiple protocols, the Examiner notes that this argument is based on intended use, which as addressed above is capable of being done with the structure described by Acres.

Conclusion

The prior art made of record and not relied upon is considered pertinent to applicant's disclosure.

IP Routing Fundamentals: Disclosure for need of supporting dissimilar architectures by routing different configurations.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to C. Marks whose telephone number is (703)-305-7497. The examiner can normally be reached on Monday - Thursday (7:30AM - 5:30 PM).

Art Unit: 3713

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Teresa J Walberg can be reached on (703)-308-1327. The fax phone number for the organization where this application or proceeding is assigned is 703-872-9306.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).



cmm
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